Listing of Claims:

(Claims 13, 14, 17-24, and 27-32 have been amended)

1-12. (Previously canceled)

13. (Currently Amended) A computer-implemented method for helping a user learn a subject, the subject having a plurality of areas, said the method comprising:

testing the user on said at least one area of the subject after materials on said the subject has been presented for the user to learn;

generating test results from testing the user;

accessing from memory at least one relationship rule to define at least a relationship between at least two different areas of said the subject; and

analyzing said the test results using said the relationship rule to generate a recommendation,

wherein the method further comprises selecting materials an area for the user to work on, and review, with said materials previously being assessed to have been learnt by the user-wherein the user previously has been assessed to have achieved a certain satisfactory level of understanding in the area after the presentation of materials regarding the area to the user.

14. (Currently Amended) The method as set forth in claim 13, wherein: testing the user on said subject comprises testing the user on a plurality of areas; wherein

the subject includes a broad area and a narrow area, with the broad area covering the narrow area; and

the recommendation can be on the broad area or the narrow area.

15. (Previously Presented) The method as set forth in claim 13, wherein based on the recommendation, materials are presented to the user to allow the user to practice on the subject so as to further enhance the user's understanding in the subject.

- 16. (Previously Presented) The method as set forth in claim 13, wherein the user is allowed to be involved in an interactive exploration to learn about the subject.
- 17. (Currently Amended) A computer-implemented method for helping a user learn a subject, the subject having a plurality of areas, said the method comprising:

testing the user on said at least one area of the subject after materials on said the subject has been presented for the user to learn;

generating test results from testing the user;

accessing from memory at least one relationship rule to define at least a relationship between at least two different areas of said the subject; and

analyzing said the test results using said the relationship rule to generate a recommendation,

wherein the method further comprising identifying a relationship-item
relationship area for learning, said the relationship area relationship-item-relating an area
and another area of the subject, with said another area being an area previously being
assessed to have been learnt by the user. the user previously being assessed to have
achieved a certain level of understanding in the another area.

- 18. (Currently Amended) The method as set forth in claim 17, further comprising selecting an area for the user to work on, wherein the user previously has been assessed to have achieved a certain satisfactory level of understanding in the area after the presentation of materials regarding the area to the user to review, with said area previously being assessed to have been learnt by the user.
- 19. (Currently Amended) A computer-implemented method for helping a user learn a subject, the subject having a plurality of areas, said the method comprising:

testing the user on said at least one area of the subject after materials on said the subject has been presented for the user to learn;

generating test results from testing the user;

accessing from memory at least one relationship rule to define at least one relationship between at least two different areas of said the subject; and

analyzing said the test results using said the relationship rule to generate a recommendation; and

determining a reward for said the user.

- 20. (Currently Amended) The method as set forth in claim 19, further comprising restricting said determining to restrict the user from enjoying certain materials not for learning said the subject, wherein said the materials require a device to fulfill its entertainment purpose.
- 21. (Currently Amended) A computer-implemented method for helping a user learn a subject, the subject having a plurality of areas, said the method comprising: testing the user on said at least one area of the subject;

generating test results from testing the user;

accessing from memory at least one relationship rule to define at least a relationship between at least two different areas of said the subject; and

analyzing said the test results using said the relationship rule to generate a recommendation;

wherein the method further comprises restricting said determining to restrict the user from enjoying materials not for learning said the subject, wherein said the materials require a device to fulfill its entertainment purpose.

- 22. (Currently Amended) The method as set forth in claim 21, further comprising determining a reward for said the user.
- 23. (Currently Amended) A computer readable medium comprising a plurality of instructions for helping a user learn a subject, the subject having a plurality of areas, said the plurality of instructions, when executed by a computer, result in the computer:

testing the user on said at least one area of the subject after materials on said the subject has been presented for the user to learn;

generating test results from testing the user;

accessing from memory at least one relationship rule to define at least a relationship between at least two different areas of said the subject;

analyzing said the test results using said the relationship rule to generate a recommendation; and

selecting materials an area for the user to work on review, with the user previously being assessed to have achieved a certain satisfactory level of understanding in the area after the presentation of materials regarding the area to the user-said materials previously being assessed to have been learnt by the user.

24. (Currently Amended) The computer readable medium as set forth in claim 23, wherein:

testing the user on said subject comprises testing the user on a plurality of areas; the subject includes a broad area and a narrow area, with the broad area covering the narrow area; and

the recommendation can be on the broad area or the narrow area.

- 25. (Previously Presented) The computer readable medium as set forth in claim 23, wherein based on the recommendation, materials are presented to the user to allow the user to practice on the subject so as to further enhance the user's understanding in the subject.
- 26. (Previously Presented) The computer readable medium as set forth in claim 23, wherein the user is allowed to be involved in an interactive exploration to learn about the subject.
- 27. (Currently Amended) A computer readable medium comprising a plurality of instructions for helping a user learn a subject, the subject having a plurality of areas, said the plurality of instructions, when executed by a computer, result in the computer:

testing the user on said at least one area of the subject after materials on said the subject has been presented for the user to learn;

generating test results from testing the user;

accessing from memory at least one relationship rule to define at least a relationship between at least two different areas of said the subject;

analyzing said the test results using said the relationship rule to generate a recommendation; and

identifying a relationship item relationship area for learning, said the relationship area relationship item relating an area and another area of the subject, with said another area being an area previously being assessed to have been learnt by the user. the user previously being assessed to have achieved a certain level of understanding in the another area.

- 28. (Currently Amended) The computer readable medium as set forth in claim 27, further comprising selecting an area for the user to work on, wherein the user previously has been assessed to have achieved a certain satisfactory level of understanding in the area after the presentation of materials regarding the area to the user to review, with said area previously being assessed to have been learnt by the user.
- 29. (Currently Amended) A computer readable medium comprising a plurality of instructions for helping a user learn a subject, the subject having a plurality of areas, said the plurality of instructions, when executed by a computer, result in the computer:

testing the user on said at least one area of the subject after materials on said the subject has been presented for the user to learn;

generating test results from testing the user;

accessing from memory at least one relationship rule to define at least one relationship between at least two different areas of said the subject;

analyzing said the test results using said the relationship rule to generate a recommendation; and

determining a reward for said the user.

30. (Currently Amended) The computer readable medium as set forth in claim 29, further comprising restricting said determining to restrict the user from

enjoying certain materials not for learning said the subject, wherein said the materials require a device to fulfill its entertainment purpose.

31. (Currently Amended) A computer readable medium comprising a plurality of instructions for helping a user learn a subject, the subject having a plurality of areas, said the plurality of instructions, when executed by a computer, result in the computer:

testing the user on said at least one area of the subject;

generating test results from testing the user;

accessing from memory at least one relationship rule to define at least a relationship between at least two different areas of said the subject;

analyzing said the test results using said the relationship rule to generate a recommendation; and

restricting said determining to restrict the user from enjoying materials not for learning said the subject, wherein said the materials require a device to fulfill its entertainment purpose.

32. (Currently Amended) The computer readable medium as set forth in claim 31, further comprising determining a reward for said the user.

Dated: May 1, 2004

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